

IT-700 Capstone in Info Technology
Project: Travel Nepal.com (Draft II)



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Methodology:

Over numerous years of industry experience, they have built up a procedure that applies to all project regardless of size, length, and sort of service. Basically, while constructing the website called travel Nepal.com I am going through some 6 steps which are mentioned below:

- Step1: Discover
- Step 2: Design
- Step 3: Develop
- Step 4: Deploy
- Step 5: Monitor
- Step 6: Maintain

Step 1: Discover

The initial step is to find and characterize the correct needs and objectives of my business website, travelnepal.com. My job is to find out my vision and bring it to life I figured out a couple of cases of inquiries which will be tended to amid this stage:

Is my site a tool for existing customers or a method for producing new business? Do I offer services to the internal and external tourist directly through the web? Do I require some sort of substance administration framework? What innovations will be important to use for my site?

Above all, how would I expect to get my guests? I may have the best site on the planet yet without guests it is completely useless. The best technique is through Internet search engine such as Google, Yahoo, and MSN. In this way my site must be composed with website improvement and great coding style as a top priority ideal from the earliest starting point.

This stage includes all the problems and all required information to overcome that problem with a design.

Step 2: Design

After I complete the discovery phase I come to the design phase. Basically in any project when clients send the approval report then only design phase starts. But in my website , travelnepal.com I do not have any approval so I am directly going to Design phase as soon as I discover my problems and gather some information to design and overcome the problem. In this phase my main goal and priorities are my samples. Which are some graphics and layout samples.

In order to make easy to my visitors I will add some site navigation structure.

I will get some feedbacks from some of my friends who will act as a visitor or clients. When they are satisfied with the proposed “look and feel”, then only I will continue to development stage.

Step 3: Develop

In the Develop step, the website pages attracted up the outline stage will be made and upgraded. Import and transformation of all database data is done as of now. Extraordinary attention is given and I use standard traditions for good programming style - website wide CSS templates.

I will create functional beta version of the travelnepal.com. I will test each part of it is tested before I launch the site. Visitors for now I have chosen some friends for prototyping feedback can watch the advance of improvement and take part in testing on my improvement servers. The last site

enhancement is constantly done by hand utilizing a content tool for each site we distribute, regardless of what application was utilized to make my site travelnepal.com!

Step 4: Deploy

The last phase of the site's creation is Deployment. When it is exhibited that the site functions as desired and delineated in our settled upon proposition, it is distributed on my open Web server for all to see. Launches are pre-wanted to guarantee insignificant interference to business capacities.

Just now after fruitful deployment should my site be submitted to web indexes and catalogs Off-page website streamlining can now be performed alongside all other site advertising systems.

Step 5: Monitor

As a web developer I need to go beyond the standard 4 – Ds development procedure. Since I need success of my web page I need to maintain and hold my clients so my relationship does not end with them. Once a visitor who comes to Nepal to visit using my web page might come back again so I need to maintain a good relationship with my visitors. For a long term success I need to take care of errors on my site, it's performance and need to collect visitors statistics.

Step 6: Maintain

As my business prerequisites change, so too will the requirements of my site. Effective sites that produce guests for a long time, after quite a long time must be stayed up with the latest with new content. In time, my site may get to be distinctly obsolete and require a new look, thus the procedure starts again.

Risk Management on Web Development:

Risk is characterized as the likelihood of any negative event that may happen because of outside or inward components, and that might be moderated through preventive activities. All projects are liable to dangers. Indeed, there is an unending number of things that may keep you from accomplishing your objectives when taking a shot at a venture. Chance administration minimizes those dangers that could bring about venture disappointment, and permits you to remain in control of your venture's schedule, spending plan and quality requirements.

Classic PMBok guide divides risk managements into 4 processes:

1. **Identification:** detect what is preventing you from achieving the goal of your project.
2. **Analysis:** Find out which risk is most dangerous.
3. **Planning:** Plan how to eliminate the dangerous risks.
4. **Monitoring and Control:** Control the risk and maintain the project.

Some Risks in Website project:

1. Not prepared before starting the project:

Before the project starts, it is necessary to find out the goal of the website. Furthermore, I need to find out the functional requirements, ideas from different people, collection of images, and logos that I will use on travelnepal.com, different type of content that I will put on my website etc.

2. Not able to make decision:

How I want a particular section of travelnepal.com to function. This cannot be created until and unless I have answers to questions about the basic visual details.

3. Many change requests on the last minutes of project:

This is entirely direct. On the off chance that you choose to add to the first useful requirements or roll out intense improvements to the path parts of the site will capacity, be prepared for the postpone this will make. Examine with the improvement group what influence the proposed changes will have on the project course of events and spending plan.

4. Off from Project Timeline:

It is ordinarily felt that a huge site can be arranged, outlined, assembled, tried and propelled inside four weeks. Individuals are stunned when they are told this by and large isn't the situation. Of course, another fundamental site with almost no customization and an "out of the crate" outline can be refined inside 4 weeks expecting there are no postponements.

Actually, the arranging stage alone can take from one week to two months contingent upon the project

A timetable is intended to go about as a rule to take after with regards to the objectives you wish to achieve inside a sensible time allotment. It is ideal to overestimate the measure of time every stage will take.

Reducing Risk

It's very basic to arrange a manufacture script as a post-submit snare on the organization's source code management (SCM) framework. So that every time new code is conferred by any of the engineers, another variant of the application is replicated to the improvement server for testing inside. At the point when new code is pushed to the advancement server, we can consequently run unit tests on the server side code, and useful tests on the program code.

Technologies and Tools:

My project is a kind of web page developing project. I will use certain tools to develop my project.

First, I will use HTML for formatting my page. It is not really a programming language, it is more like advanced punctuation.

Second, I will use CSS to tell the browser how to display the HTML formatted content. It is also not a programming language in the same way HTML is, although it can be a lot more powerful.

Project Proposal: Draft II

Third, I will use Javascript to make my website interactive. Get Firebug or a similar add-on for Firefox, or just right click and 'Inspect Element' in Chrome to see the javascript for more detail on what javascript does.

Fourth, PHP. I will use it for server side to interact with the filesystem and database and output HTML. Other options for same job are python, perl, .NET and a handful of other languages/frameworks to do this. But I am comfortable using PHP for this job.

Fifth, I will use MySQL as database design.

Sixth, I will use Dreamweaver CS6 to write my code. Fluid layouts, CSS3 transitions and enhanced PhoneGap support lead the charge in the latest update to Adobe's web design all-rounder. There's no denying that Dreamweaver CS6 hits the ground running.

Before getting started, I need to tool up. I will use the following toolkit to complete the testing process.

Asana: Used for bug-tracking and team management

Chrome Developer Tools: Used for inspecting, debugging and profiling

Windows' Snipping Tool

BrowserStack: Used to test cross-browser functionality on multiple virtual machines and emulators Devices

Ideally, I want real devices. We have iPhone 4, 5 and 6; HTC One M8; Samsung Galaxy S7; Nokia Lumia 1520; Google Nexus 5; BlackBerry Curve; iPad 2; and Asus VivoTab Smart. If I don't have these, I can use BrowserStack's emulators.

Requirements:

Every projects have its own requirements. Some of the requirements are Business requirements, User Requirements, Functional Requirements, Quality-of Service Requirements and Implementation Requirements.

Business Requirements: the goals and the objectives that the stakeholder want to solve. In travelnepal.com. The visitors find the cost of their trip to famous destination on Nepal is the Business requirements.

User Requirements: Did the visitor expectation matches with my website delivery? This is the user requirements. If they find the low cost hotel on their travel destination and their calculated travel cost matches their real expenditures then the user requirements is well standing.

Functional Requirements: This requirement provides the extra detail of the website.

Implementation Requirements: It describes change from one system to another. And change in the process plus team roles.

Hardware and software requirements:

- iPhone 5, iPad 2+, desktop (1024 pixels and up)
- Windows 7 Chrome, Windows 8 Chrome, Windows 8 Internet Explorer 10, OS X Safari, iOS 6 Safari
- Broadband and 4G (a lot of city workers)

Identifying Gap/Existing technologies:

Nepal has a lot of travel websites. Some websites give the brief information about the cultural and historical tourist spot, some give the detail information about the trekking and mountain climbing destination. But, I have not found any website which gives you the detail about the all famous destination regardless of any classification. That is why my website which gives a visitor a detail information about any kind of famous tourist destination on a single website is a new project.

Compliance:

It is a website so it will follow the law of Information Technology Act 200 by Nepal Government. Which does not allow the cybercrime. The legal transactions of communication with security measures is also mentioned on this act.. This application will be used by all visitors who come to Nepal regarding travel and know the resources needed during their trip. So my website should follow Tourism policy, 2065(2008) and Tourism Act, 2035(1978)

Tourism policy, 2065 plays an active role in domestic and international policy issues related to the Nepal travel and tourism industry. The Office fosters the development of policies that encourage the growth of travel and tourism to the Nepal

The mountaineer who follow the website need to follow mountaineer act too which illustrates that Nepal Government has set new rules for the mountaineers to minimize accident risks on the Himalayas. Nepal is considering to ban lone mountaineers from climbing peaks, including Mt Everest. The government is also deliberating over prohibiting people with complete blindness,

double amputation, as well as those above 75 years of age, from attempting to summit the mountains.

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